

# TABLE SOCCER

A stylized graphic featuring a green swoosh that starts behind the word 'TABLE' and curves around to the right, ending behind a soccer ball. The soccer ball is white with black hexagonal panels. Above the swoosh, there is a yellow and orange starburst effect.



## **WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

**IMMEDIATELY DISCONTINUE** use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**

## **Use and handling of video games to reduce the likelihood of a seizure**

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.



## GAME CARD NOTICE - PART 1

**This device complies with Part 15 of the FCC Rules.**

**Operation is subject to the following two conditions:**

- (1) this device may not cause harmful interference, and
  - (2) this device must accept any interference received,  
including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

## GAME CARD NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.**

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



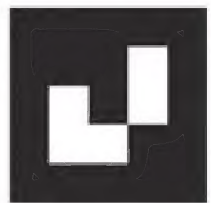
## HOW TO USE YOUR AR PLAY CARDS

Inside your PlayStation®Vita system box you'll find six AR Play Cards which can be used to play Table Soccer and other amazing augmented reality games.

Table Soccer requires all six AR Play Cards to be used.

If you need any replacement AR Play Cards, you can download them and print them out free of charge from [us.playstation.com/arplay](http://us.playstation.com/arplay)

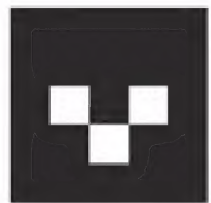
For more information on using your AR Play Cards with this game, follow the on-screen instructions.



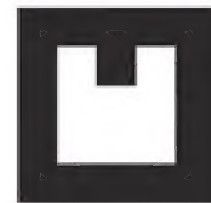
01



02



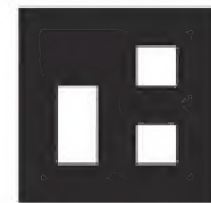
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04



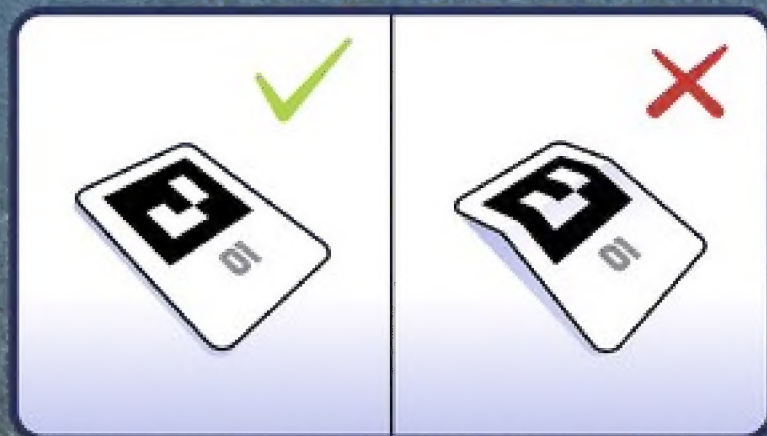
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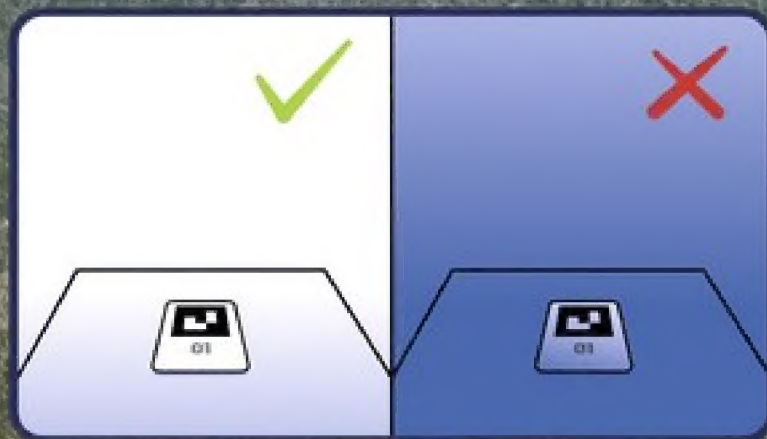


## PLACE YOUR AR PLAY CARDS ON A FLAT, NON-REFLECTIVE SURFACE



Make sure the AR Play Cards are placed on a flat surface and aren't bent or creased.

## ALWAYS PLAY IN A WELL LIT AREA



If it's too dark or too bright the rear camera may have trouble recognizing the AR Play Cards.

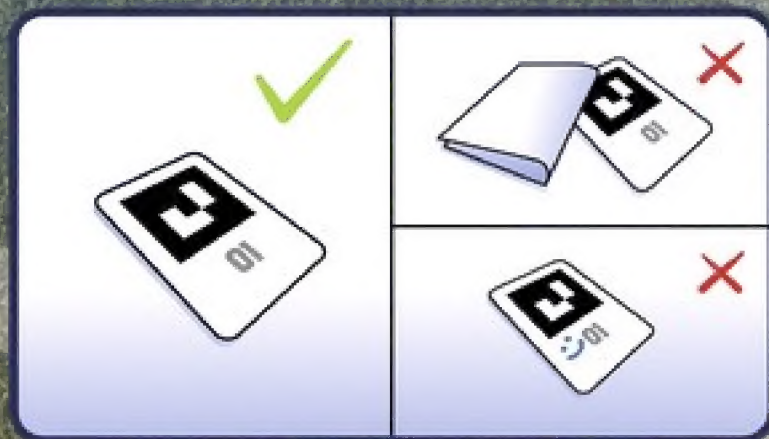


## STAY IN RANGE: DON'T GET TOO CLOSE, OR TOO FAR AWAY



Give your rear camera the best possible view of the AR Play Cards – don't hold it too close, or too far away.

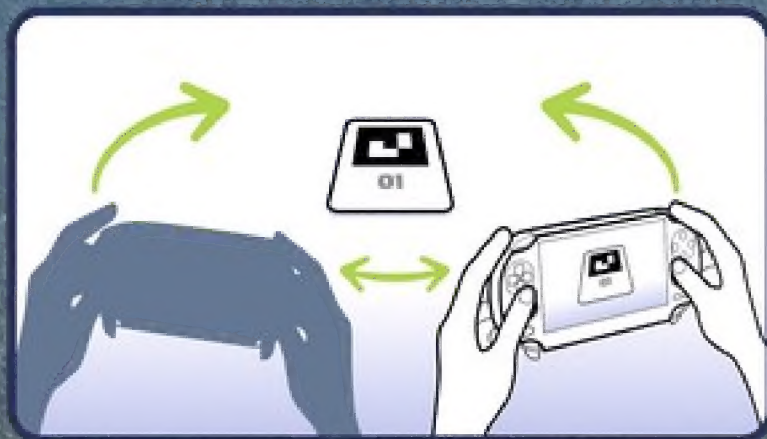
## MAKE SURE THE AR PLAY CARDS ARE FULLY VISIBLE



Ensure that nothing is blocking the rear camera's view of the AR Play Cards, there are no marks on the AR Play Cards and at least one AR Play Card is always in view.



## YOU'RE IN CONTROL



**Move your PS Vita system to any angle to get the best view of the game world.**



# DEFAULT CONTROLS

Move players/pass/shoot

START button

 button

Swipe finger across screen (touchscreen)

Pause

Pause and exit to LiveArea™

To move a player into position, swipe your finger across the screen (touchscreen) starting from that player's current position and moving in the direction you want them to travel.

To pass the ball or to take a shot at goal, swipe your finger across the screen (touchscreen), starting from the player with the ball and moving in the direction you'd like the ball to move. You can vary the amount of power behind your shots and passes, or apply swerve to the ball to try to beat the goalkeeper.



# SETTING UP THE TABLE SOCCER STADIUM

To start setting up your field, first place AR Play Card 02 on a flat surface where you want the center circle to be.

Place AR Play Cards 01 and 03 either side – these will mark out the two goals.

AR Play Cards 04 and 05 will mark the supporters' stands – you can place these wherever you like.

AR Play Card 06 marks the position of the scoreboard – you can place this wherever you like to keep track of the match score.





# LET'S PLAY TABLE SOCCER!

First, choose your match type: you can play a single match or in a tournament against PS Vita system controlled teams, or against a friend via Ad-Hoc mode or by passing your PS Vita system between two players.

Touch the screen (touchscreen) to select a match type, then place the AR Play Cards on a flat surface and point the rear camera at them – the Table Soccer stadium will appear and you're ready for kick off.

Each team takes it in turns to move their players into position, pass the ball or take a shot at goal.

Each turn consists of a number of moves – moving a player counts as one move, as does passing the ball or taking a shot at goal.

When a team has made all their moves, or the ball has been intercepted, play passes to the opposition for their turn and continues back and forth until the timer runs out.





# TABLE SOCCER



Follow the on-screen instructions for more details about how to play this game.

The information in this manual was correct at the time of publication, but some minor changes may have been made late in this game's development. All screenshots for this manual have been taken from the English version of this game.